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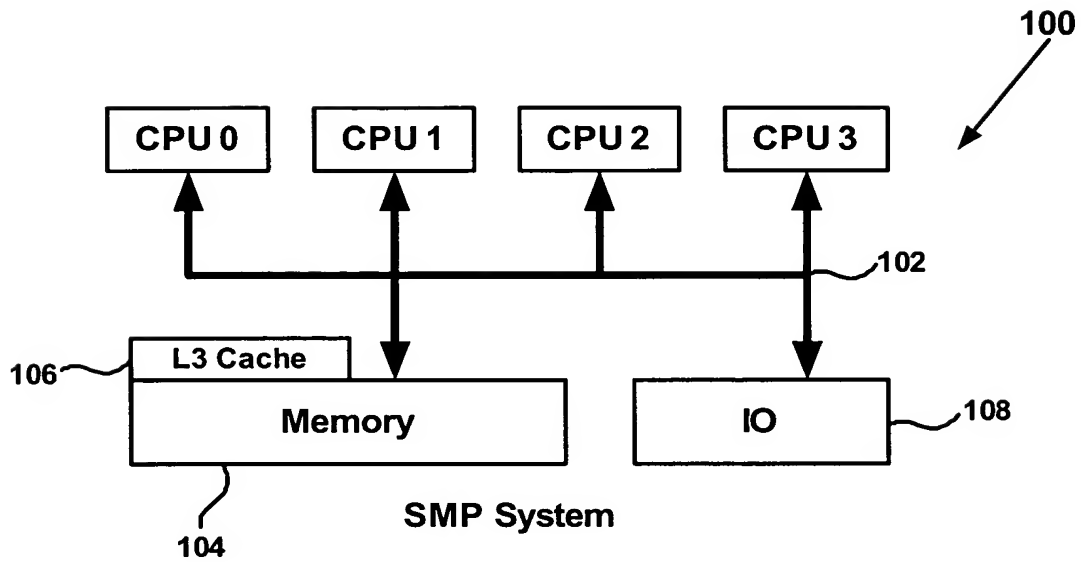


FIG. 1 (Prior Art)

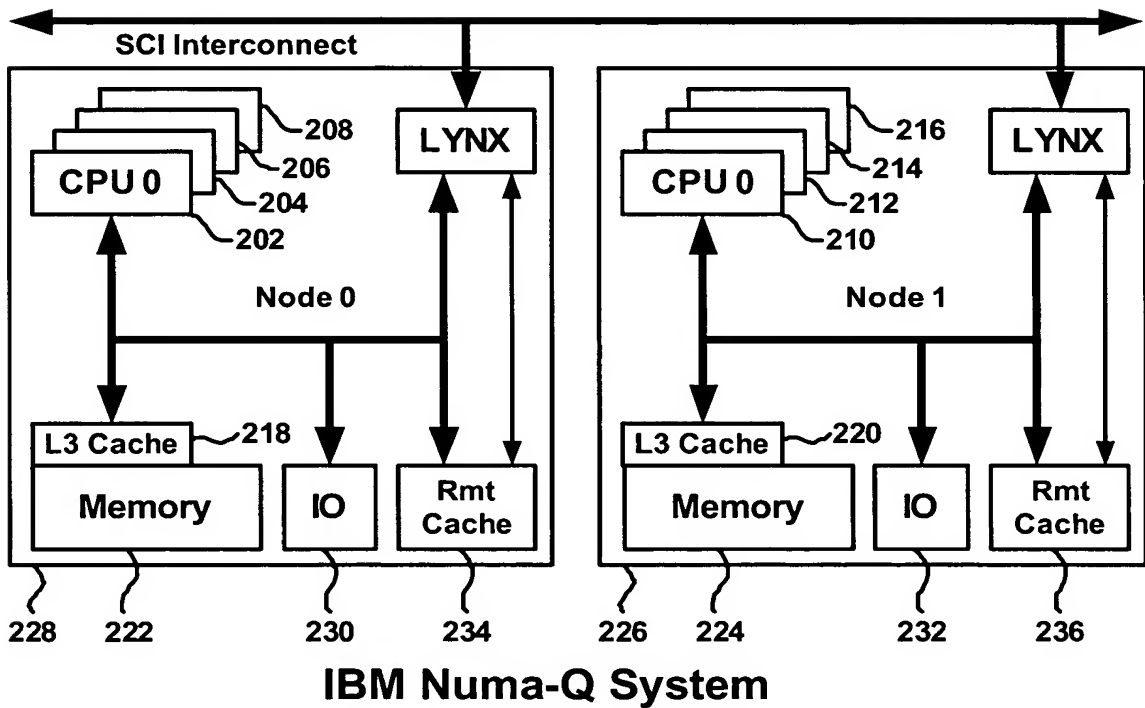


FIG. 2 (Prior Art)

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| Field | Byte Length | Byte Offset | Description |
|-----------------------------------|-------------|-------------|---|
| Header | | | |
| Signature | 4 | 0 | 'SLIT' Signature for the System Locality Information Table. |
| Length | 4 | 4 | Length, in bytes, of the entire System Locality Information Table. |
| Revision | 1 | 8 | 1 |
| Checksum | 1 | 9 | Entire table must sum to zero. |
| OEMID | 6 | 10 | OEM ID |
| OEM Table ID | 8 | 16 | For the System Locality Information Table, the table ID is the manufacturer model ID. |
| OEM Revision | 4 | 24 | OEM revision of System Locality InformationTable for supplied OEM Table ID. |
| Creator ID | 4 | 28 | Vendor ID of utility that created the table. For the DSDT, RSDT, SSDT, and PSDT tables, this is the ID for the ASLCompiler. |
| Creator Revision | 4 | 32 | Revision of utility that created the table. For the DSDT, RSDT, SSDT, and PSDT tables, this is the revision for the ASL Compiler. |
| Localities | 8 | 36 | Indicates the number of localities in the system. |
| Entry[0][0] | 1 | 44 | Matrix entry (0,0), contains a value of 10. |
| ... | | | |
| Entry[0][Localities-1] | | | Matrix entry (0,Localities-1) |
| Entry[1][0] | | | Matrix entry (1,0) |
| Entry[Localities-1][Localities-1] | | | Matrix entry (Localities-1,Localities-1), contains a value of 10 |

FIG. 3

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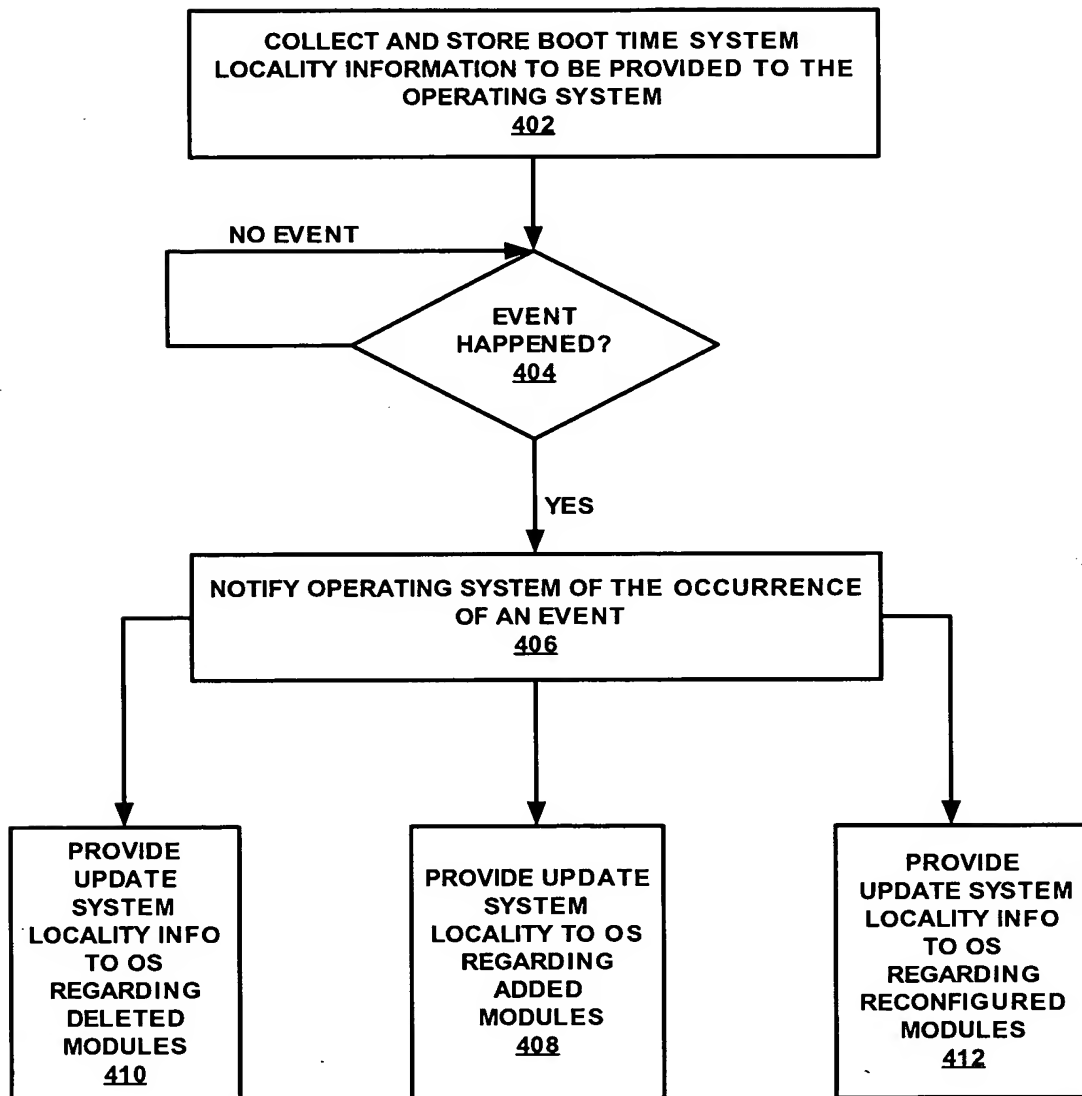


FIG. 4

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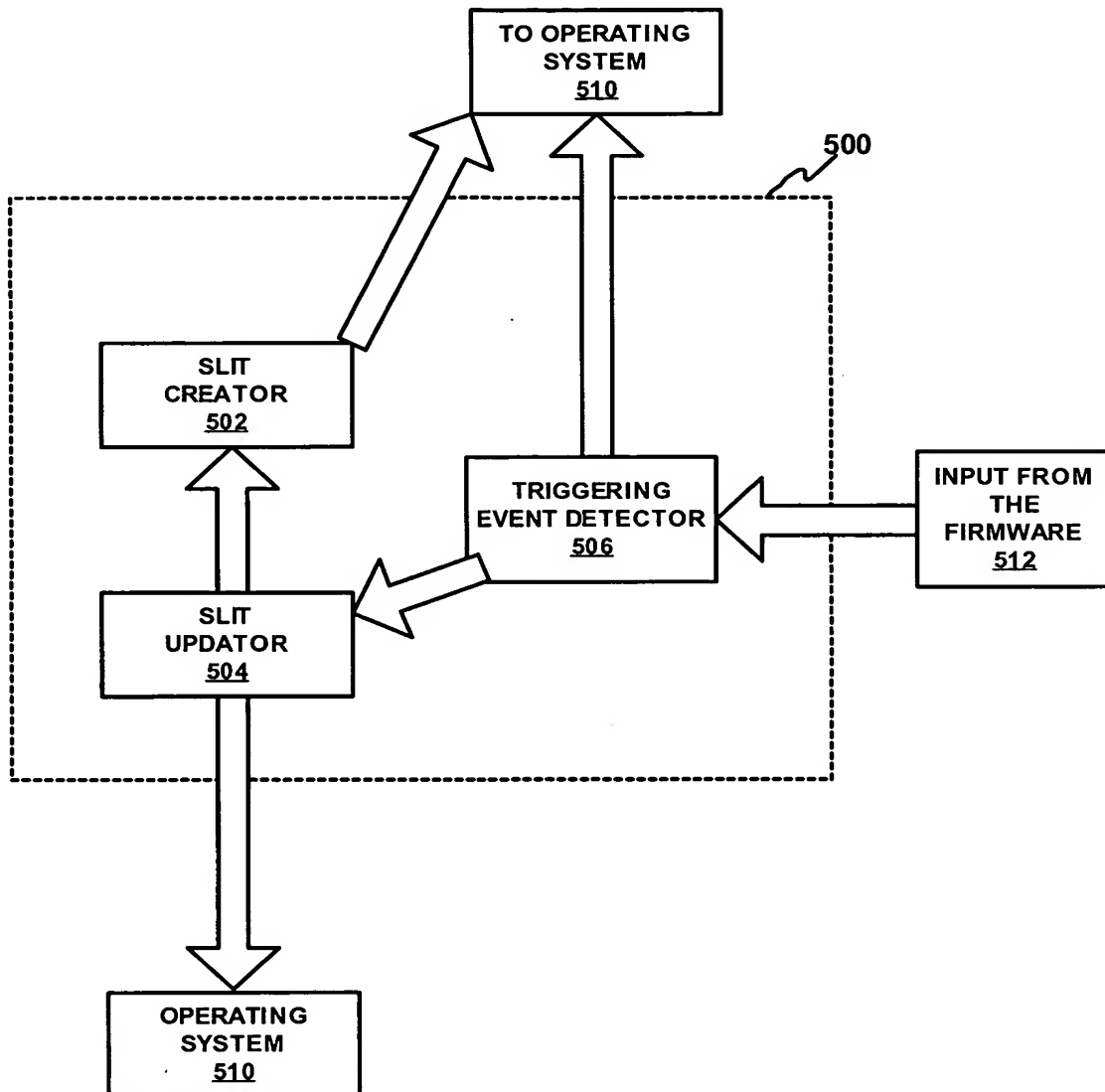


FIG. 5